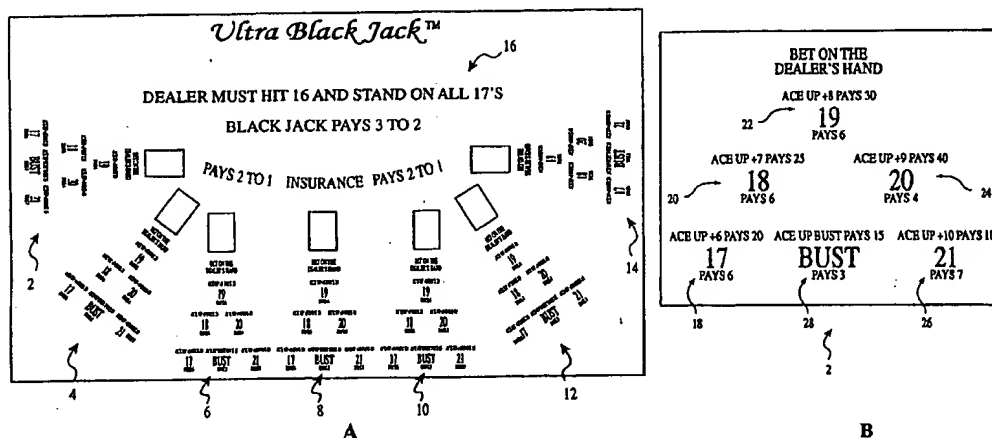




INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification ⁶ : A63F 1/00	A1	(11) International Publication Number: WO 98/30295 (43) International Publication Date: 16 July 1998 (16.07.98)
<p>(21) International Application Number: PCT/US98/00435</p> <p>(22) International Filing Date: 8 January 1998 (08.01.98)</p> <p>(30) Priority Data: 60/034,058 8 January 1997 (08.01.97) US 08/859,394 20 May 1997 (20.05.97) US</p> <p>(71) Applicant (for all designated States except US): PTT, LLC [US/US]; 68 High Point Road, Westport, CT 06880 (US).</p> <p>(72) Inventors; and (75) Inventors/Applicants (for US only): MARKS, Howard, M. [US/US]; 68 High Point Road, Westport, CT 06880 (US). SINGER, Anthony, M. [US/US]; 525 79th Street, Brooklyn, NY 11209 (US).</p> <p>(74) Agents: DONNER, Ira, H. et al.; Pepper Hamilton LLP, 1300 Nineteenth Street, N.W., Washington, DC 20036-1685 (US).</p>		<p>(81) Designated States: AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, CA, CH, CN, CZ, DE, DK, EE, ES, FI, GB, GE, GH, GM, GW, HU, ID, IL, IS, JP, KE, KG, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, UA, UG, US, UZ, VN, YU, ZW, ARIPO patent (GH, GM, KE, LS, MW, SD, SZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, ML, MR, NE, SN, TD, TG).</p> <p>Published With international search report. With amended claims.</p>

(54) Title: MODIFIED TWENTY-ONE CARD GAME



(57) Abstract

A method of playing a modified twenty-one card game by at least a dealer includes the steps of placing a wager at dealer bet areas (18, 20, 22, 24, 26, 28). The player is awarded when the player correctly bets that the dealer will score at least one of a predetermined number of dealer outcomes, and playing the twenty-one game. The method also includes the steps of determining the score of the dealer, and comparing the score of the dealer to the predetermined number of dealer outcomes bet by the player. The player is awarded responsive to the wager and a coincidence between the dealer score and one of the predetermined number of dealer outcomes.



US005836586A

United States Patent [19]
Marks et al.[11] **Patent Number:** **5,836,586**
[45] **Date of Patent:** **Nov. 17, 1998**[54] **METHOD OF PLAYING A MODIFIED
TWENTY-ONE CARD GAME**[75] **Inventors:** Howard M. Marks, Westport, Conn.;
Anthony M. Singer, Brooklyn, N.Y.[73] **Assignee:** PTT, LLC, Westport, Conn.[21] **Appl. No.:** 859,394[22] **Filed:** May 20, 1997

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5,660,392	8/1997	Hansen	273/292
5,660,393	8/1997	Dreger	273/292

Related U.S. Application Data

[60] Provisional application No. 60/034,058 Jan. 8, 1997.

[51] **Int. Cl.⁶** **A63F 1/00**[52] **U.S. Cl.** **273/292; 463/12**[58] **Field of Search** **273/292, 274,
273/309****OTHER PUBLICATIONS**

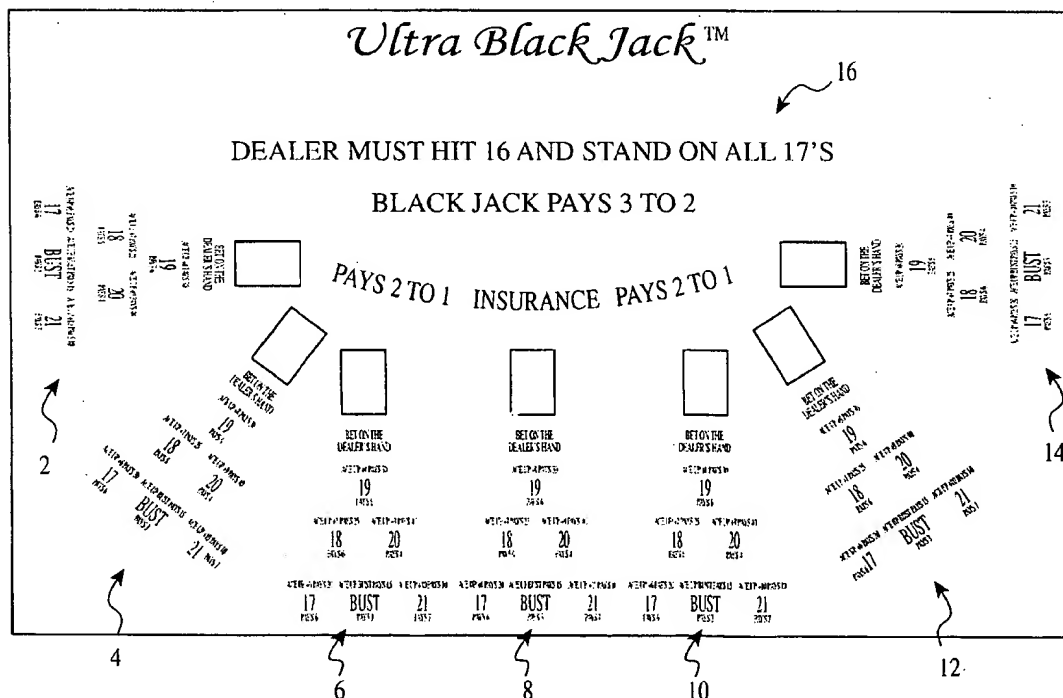
"Maverick Blackjack", May 1995.

"Top O' The Deck Blackjack", Sam's Town Hotel and
Gambling Hall, May 1995.**Primary Examiner**—Benjamin H. Layno**Attorney, Agent, or Firm**—Pepper Hamilton LLP[56] **References Cited****U.S. PATENT DOCUMENTS**

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[57] **ABSTRACT**

A method of playing a modified twenty-one card game by at least a dealer includes the steps of placing a wager awarded when the player bets that the dealer will score at least one of a predetermined number of dealer outcomes, and playing the twenty-one game. The method also includes the steps of determining the score of the dealer, and comparing the score of the dealer to the predetermined number of dealer outcomes bet by the player. The player is awarded responsive to the wager and a coincidence between the dealer score and one of the predetermined number of dealer outcomes.

28 Claims, 38 Drawing Sheets

23/5/130 (Item 130 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2004 WIPO/Univentio. All rts. reserv.

00385312 **Image available**

AN ACCUMULATED POT FOR CRAPS QUALIFIED BY A PREDETERMINED BLACKJACK
CAGNOTTE ACCUMULEE POUR JEU DE DES DE TYPE ZANZI, AVEC QUALIFICATION PAR UN
BLACKJACK PREDETERMINE

Patent Applicant/Assignee:

BROWN J Breck,

Inventor(s):

BROWN J Breck,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9726055 A1 19970724

Application: WO 97US498 19970110 (PCT/WO US9700498)

Priority Application: US 96587016 19960116

Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES
FI GB GE HU IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW
MX NO NZ PL PT RO RU SD SE SG SI SK TJ TM TR TT UA UG UZ VN KE LS MW SD
SZ UG AM AZ BY KG KZ MD RU TJ TM AT BE CH DE DK ES FI FR GB GR IE IT LU
MC NL PT SE BF BJ CF CG CI CM GA GN ML MR NE SN TD TG

Main International Patent Class: A63F-001/00

Publication Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 7530

English Abstract

A game is disclosed for combining the play of **blackjack** and the play of craps based upon two dice each having six faces numbered one to six. The board (12) presents a semicircular playing arena (14) with a dealer playing area adjacent the straight diameter (16) of the semicircular playing arena and a plurality of player areas (18). Each of the player areas includes a plurality of craps wager indicator circles (20, 22, 24). After the wagers are settled based upon the play of the cards in accordance with the rules of **blackjack**, each player who has a **blackjack** is offered the roll of the dice and a craps wager. The remaining players may also place bets on one of their respective craps wager circles (20, 22, 24). Each craps wager is then settled based on the outcome of a roll of the dice by the player having the **blackjack**. The subject invention is characterized by interleaving an accumulating pot which is supported by each player placing a pot wager on one of the three wager indicator circles prior to the cards being dealt. A register (34) keeps track of these initial pot wagers. A player qualifies to roll the dice for a portion of the pot by having a predetermined **blackjack**, such as the Ace and Jack of one suit or different suits.

French Abstract

L'invention decrit un jeu combinant le jeu de **blackjack** et le jeu de zanzi, en se basant sur deux des ayant chacun 6 faces numerotees de 1 a 6. La table de jeu (12) presente une surface de jeu semi-circulaire (14) avec une zone de jeu pour le donneur de cartes adjacente au diametre (16) de la surface de jeu semi-circulaire, ainsi qu'une pluralite de zones pour les joueurs (18). Chaque zone joueur comprend plusieurs cercles (20, 22, 24) d'indication des mises du jeu de des de type zanzi (craps). Apres etablisement des mises en fonction du jeu de cartes selon les regles du **blackjack**, chaque joueur ayant un **blackjack** se voit attribuer le lancement des des et une mise. Les autres joueurs peuvent egalement placer des mises sur l'un des cercles respectifs (20, 22, 24). Chaque

mise du jeu de des est ensuite etablie en fonction du resultat du
lancement des des par le joueur ayant eu le **blackjack** . L'invention se
caracterise par la combinaison d'une cagnotte qui est supportee par
chaque joueur placant une mise sur l'un des trois cercles indicateurs
avant que les cartes ne soient donnees. Un enregistreur (34) assure le
suivi de ces mises initiales. Un joueur est qualifie pour le lancement
des des pour une portion de la cagnotte s'il obtient un **blackjack**
predetermine, par exemple l'as et le valet d'une meme couleur ou de
couleurs differentes.

23/5/135 (Item 135 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00324950

GAME OF SKILL AND CHANCE
JEU DE CALCUL ET DE HASARD

Patent Applicant/Assignee:

NORMANDIE CASINO

Inventor(s):

NELSON Allan L,
SARAKBI Ron,
MILLER Russell L Jr,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9607458 A1 **19960314**

Application: WO 95US5333 19950428 (PCT/WO US9505333)

Priority Application: US 94301787 19940907

Designated States: AU BB GB AT BE CH DE DK ES FR GB GR IE IT LU MC NL PT SE

Main International Patent Class: **A63F-001/00**

Publication Language: English

Fulltext Availability:

Detailed Description.

Claims

Fulltext Word Count: 6476

English Abstract

The game (10) uses a standard card deck (14), and is played by an action player (20a), a banker (20c), and a dealer (22). The action player and banker place their wagers. The dealer deals four cards each to the player and to the banker. The player looks at and arranges his cards in a front hand (24) and a back (26) hand. The banker then arranges his cards in a respective front (28) and back (30) hands. The two front hands are compared to determine a winner using the rules of **Blackjack**. If the action player wins, the banker satisfies the extent of the action player's wager, the remaining players lose and that round terminates. Otherwise, play proceeds to the next player. If the action player loses, the amount of his wager is given to the banker. In case of a **tie**, the two back **hands** are compared using to determine a winner using the rules of Poker.

French Abstract

Le jeu (10) utilise un paquet de cartes normal (14) et il fait intervenir un joueur actif (20a), un banquier (20c) et un distributeur (22). Le joueur actif et le banquier placent leurs mises. Le distributeur distribue quatre cartes au joueur, ainsi qu'au banquier. Le joueur examine ses cartes et les dispose en deux piles, une avant (24) et une arriere (26). Ensuite, le banquier dispose ses cartes en deux piles, une avant (28) et une arriere (30). On compare les deux piles avant pour decider qui est le vainqueur, en utilisant les regles du **Blackjack**. Si le joueur actif gagne, le banquier paie au joueur le montant de la mise de ce dernier, les autres joueurs perdent et le jeu est termine. Dans le cas contraire, on passe au joueur suivant. Lorsque le joueur actif perd, sa mise va au banquier. En cas d'egalite, on compare les deux piles arriere pour decider qui est le vainqueur, en utilisant les regles du Poker.



US005411268A

United States Patent [19]

Nelson et al.

[11] **Patent Number:** **5,411,268**[45] **Date of Patent:** **May 2, 1995**[54] **GAME OF SKILL AND CHANCE**[75] Inventors: **Allan L. Nelson, Torrance; Ron Sarakbi, Huntington Beach; Russell L. Miller, Jr., Laguna Hills, all of Calif.**[73] Assignee: **Normandie Casino, Gardena, Calif.**[21] Appl. No.: **301,787**[22] Filed: **Sep. 7, 1994**[51] Int. Cl.⁶ **A63F 1/00**[52] U.S. Cl. **273/292**[58] Field of Search **273/274, 292, 309**[56] **References Cited****U.S. PATENT DOCUMENTS**

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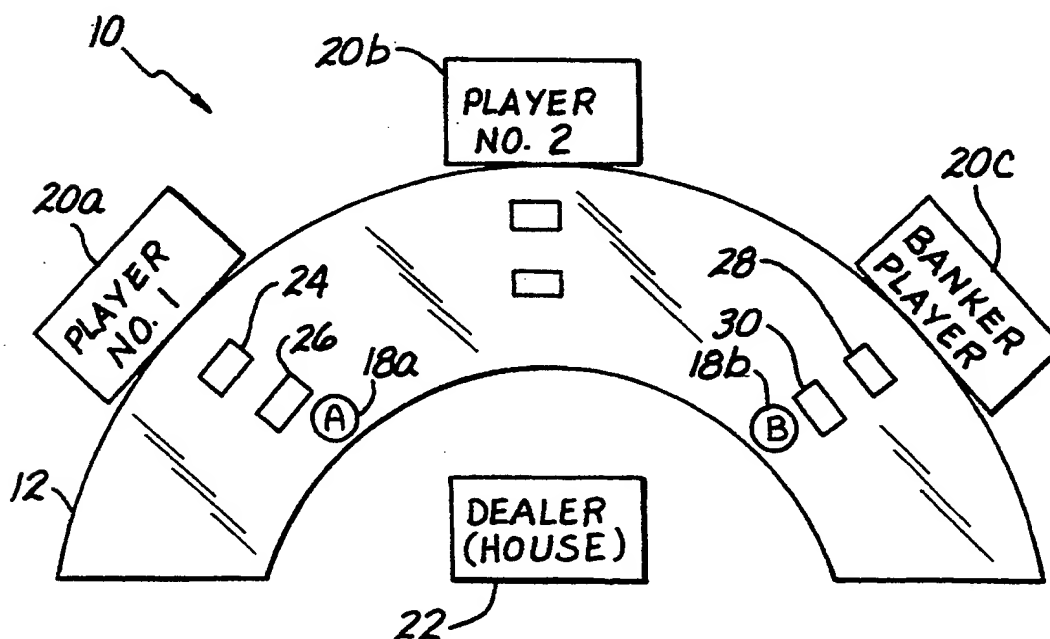
WIN Magazine, Apr. 1992 pp. 39-40, 70.

Primary Examiner—Benjamin H. Layno

Attorney, Agent, or Firm—Bruce A. Jagger; Beehler & Pavitt

[57] **ABSTRACT**

The game uses a standard 52 card deck, and is played by a minimum of an action player, a banker and a dealer. The dealer, deals the playing pieces, but does not act as the banker. The action player and banker place their wagers before the cards are dealt. The dealer deals 4 cards, each to the player and to the banker. The player, but not the banker, looks at his cards and arranges them in a front hand and a back hand and in any order desired. The front hand is to be played first. The banker's cards are turned over and placed in respective front and back hands. The two front hands are compared to show a win, lose or draw, using the rules of the game of Blackjack. If the action player wins, the banker satisfies the extent of the action player's wager, and that round of play terminates, and the remaining players lose their right to play in that round. Otherwise, play proceeds to the next player. If the action player loses, the amount of his wager is given to the banker. In case of a tie, the two back hands are compared to determine a winner and a loser, using the rules of the game of Poker. If there still exists a tie, the outcome is determined by pre-established rules.

20 Claims, 2 Drawing Sheets

Set	Items	Description
S1	448648	PUSH?? OR TIE OR TIES OR TIED OR DRAW OR NO()WINNER
S2	1042945	EVEN OR DEADEVEN OR (MATCH? OR SAME OR EQUAL OR EQUIVALENT-) (3N) (POINTS OR SCORE? ? OR SCORING OR TOTAL??? OR NUMBER? ?)
S3	3646	STANDOFF OR STAND()OFF OR IMPASSE OR DEADLOCK OR DEAD()LOCK OR STALEMATE OR STALE()MATE OR DEADHEAT OR DEAD()HEAT
S4	4119	BLACKJACK? OR BLACK()JACK? OR TWENTY()ONE OR VINGT()ET()UN OR VAN()JOHN OR PONTOON
S5	1240360	VANJOHN OR VINGTETUN OR TWENTYONE OR 21 OR SNAPPER
S6	8905	CASINO? OR GAMING OR GAMBLING OR GAMBLE? ? OR CARD()GAME? ? OR CARDGAME? OR CARDPLAY? OR CARD()PLAY? OR PLAY?(2N)CARD?
S7	566940	HAND? ? OR ROUND? ? OR DEAL? ?
S8	103687	RANDOM?? OR PSEUDORANDOM?(3N) (DISTRIBUTION? OR NUMBER? OR - GENERAT? OR ALGORITHM? OR OUTCOME? OR SEQUENCE? OR PROBABILIT- ?)
S9	52	(TOSS??? OR FLIP????) (3N)COIN? ? OR COINTOSS? OR COINFLIP?
S10	113641	IC=A63F?
S11	367	S1:S3 AND (S4 OR VANJOHN OR VINGTETUN OR TWENTYONE OR SNAP- PER)
S12	5	S11 AND S8:S9
S13	3	S12 AND S6:S7
S14	5	S12:S13
S15	3	S14 AND S10
S16	5	S14:S15
S17	5	IDPAT (sorted in duplicate/non-duplicate order)

? show files

File 347:JAPIO Oct 1976-2003/Sep(Updated 040105)
(c) 2004 JPO & JAPIO

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200404
(c) 2004 Thomson Derwent

17/3,K/3 (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015078516 **Image available**
WPI Acc No: 2003-139034/200313
Related WPI Acc No: 2002-689600; 2003-392773
XRPX Acc No: N03-110362

Gaming device e.g. double-up video poker gaming device has processor
selecting choice not trumped by choice selected by player when selected
outcome is draw outcome

Patent Assignee: BAERLOCHER A J (BAER-I); HUGHS-BAIRD A (HUGH-I)

Inventor: BAERLOCHER A J; HUGHS-BAIRD A

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20020151341	A1	20021017	US 2001772763	A	20010130	200313 B
			US 2002163805	A	20020605	

Priority Applications (No Type Date): US 2001772763 A 20010130; US
2002163805 A 20020605

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20020151341	A1		22	A63F-013/00	Cont of application US 2001772763 Cont of patent US 6425824

Gaming device e.g. double-up video poker gaming device has processor
selecting choice not trumped by choice selected by player when selected
outcome is draw outcome

Abstract (Basic):

... enables player to select one of the choices displayed by a
display device (30) and randomly selects win outcome or draw
outcome or lose outcome for the player. Processor selects the choice
not trumped by the choice selected by the player when the selected
outcome is a draw outcome.

... An INDEPENDENT CLAIM is included for method of operating the
gaming device...

... Gaming device e.g. double-up video poker gaming device and video
blackjack gaming device...

...Makes game more interesting by providing tie or draw outcome which
does not require a player to risk a currently achieved award...

...The figure shows the front side perspective view of the gaming device

...Title Terms: DRAW

International Patent Class (Main): A63F-013/00

17/3,K/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014762092 **Image available**

WPI Acc No: 2002-582796/200262

Related WPI Acc No: 1998-506508; 2000-283707; 2001-291101; 2003-089261;

2003-266851; 2003-341994

XRPX Acc No: N02-462177

Casino table card game playing method e.g. for blackjack ,
involves displaying random symbol consisting of absolute payout,
maximum payout, extra rounds when player enters bonus game

Patent Assignee: SHUFFLE MASTER INC (SHUF-N)

Inventor: CROWLEY W J; DUNN R B; LYCHOCK F P; WASINGER T S; YOSELOFF M L

Number of Countries: 001 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20020074726	A1	20020620	US 99394748	A	19990913	200262 B
			US 2001967460	A	20010928	
US 6659461	B2	20031209	US 99394748	A	19990913	200381
			US 2001967460	A	20010928	

Priority Applications (No Type Date): US 2001967460 A 20010928; US 99394748
A 19990913

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20020074726	A1		13	A63F-003/08	CIP of application US 99394748
US 6659461	B2			A63F-003/08	CIP of application US 99394748

Casino table card game playing method e.g. for blackjack ,
involves displaying random symbol consisting of absolute payout,
maximum payout, extra rounds when player enters bonus game

Abstract (Basic):

... A player inputs predetermined number of game medium such as
wager on a casino table card game , based on which a hand of
cards is provided to the player. If the provided hand of cards has
specific triggering events, the player is allowed to enter a bonus game
where a random symbol consisting of absolute amount, maximum payout,
extra round to be obtained are displayed and accordingly provided to
the player.

... An INDEPENDENT CLAIM is included for casino table card game
playing apparatus...

...For playing casino table card game such as blackjack , casino
war, three card poker, match card game , baccarat, draw poker,
wild card poker, pai gow poker, ride stud poker, etc...

...The figure shows the display panel of casino table game...

Title Terms: CASINO ;

International Patent Class (Main): A63F-003/08

International Patent Class (Additional): A63F-001/00



US006659461B2

(12) **United States Patent**
Yoseloff et al.

(10) **Patent No.: US 6,659,461 B2**
(45) **Date of Patent: *Dec. 9, 2003**

(54) **METHOD OF PLAYING A TABLE CARD GAME WITH AN ELECTRONIC MULTIPLIER BONUS FEATURE AND APPARATUS FOR PLAYING THE GAME**

(75) **Inventors:** Mark L. Yoseloff, Henderson, NV (US); Russell B. Dunn, Henderson, NV (US); Ferdinand Paul Lychock, Jr., Las Vegas, NV (US); Timothy S. Wasinger, Fort Collins, CO (US); Walter J. Crowley, Greeley, CO (US)

(73) **Assignee:** Shuffle Master, Inc., Las Vegas, NV (US)

(*) **Notice:** Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

This patent is subject to a terminal disclaimer.

(21) **Appl. No.:** 09/967,460

(22) **Filed:** Sep. 28, 2001

(65) **Prior Publication Data**

US 2002/0074726 A1 Jun. 20, 2002

Related U.S. Application Data

(63) Continuation-in-part of application No. 09/394,748, filed on Sep. 13, 1999.

(51) **Int. Cl.⁷** A63F 3/08

(52) **U.S. Cl.** 273/274; 463/20; 463/25

(58) **Field of Search** 273/274, 143 R, 273/138.2; 463/9, 16, 17, 20, 25

(56) **References Cited**

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(List continued on next page.)

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GB 2 322 217 8/1988
GB 2 201 821 9/1988
GB 2 202 984 10/1988
WO WO 99/42186 8/1999
WO WO 00/43087 7/2000

Primary Examiner—Benjamin H. Layno

Assistant Examiner—Dolores R Collins

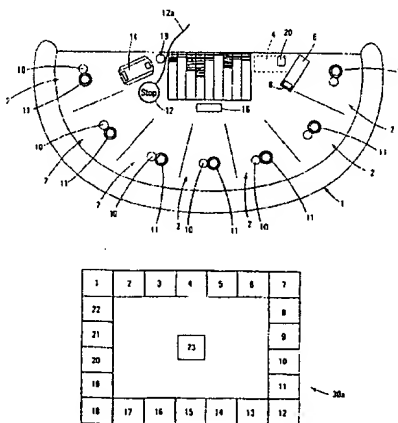
(74) *Attorney, Agent, or Firm*—Mark A. Litman & Assoc. P.A.

(57)

ABSTRACT

A method of playing a casino table card game with a bonus event has a player placing a first wager on a casino table card game; providing a hand of cards to the player; determining if the hand of cards provided to a player is within a definition of specific triggering events; if the hand is determined to be within the definition of specific triggering events, allowing the player to enter a bonus game; the player enters at least one bonus game where a random symbol is displayed on a visual display device associated with the casino table, the random symbols identifying an award of an absolute amount of value or a factor that is used to increase a base amount; and resolving all wagers and awards for the player. An apparatus for implementing the method is also shown.

27 Claims, 2 Drawing Sheets



17/3,K/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014584087 **Image available**
WPI Acc No: 2002-404791/200243
XRPX Acc No: N02-317778

**Cards choosing and display apparatus for card games e.g. draw
poker, produces random values for the cards selected using choosing
grid of video display by specific algorithm**

Patent Assignee: NEW VISION GAMING & DEV INC (NEWV-N)

Inventor: FEOLA J

Number of Countries: 094 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200222219	A1	20020321	WO 2001US28489	A	20010912	200243 B
AU 200190807	A	20020326	AU 200190807	A	20010912	200251

Priority Applications (No Type Date): US 2000659646 A 20000912

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 200222219 A1 E 30 A63F-001/00

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA
CH CN CO CR CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS
JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL
PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

AU 200190807 A A63F-001/00 Based on patent WO 200222219

**Cards choosing and display apparatus for card games e.g. draw
poker, produces random values for the cards selected using choosing
grid of video display by specific algorithm**

Abstract (Basic):

... The **player** chooses **cards** from a choosing grid on a video
display (10) through a pointing device or by voice operation. The
chosen card (18) is indicated and an algorithm produces **random** values
for the selected card, which are then revealed on the display.

... Used for **card games** like **draw** poker, stud poker,
blackjack, baccarat played on an electronic media like dedicated
standalone and connectable machines and personal computers...

...Allows **player** to choose **cards** in a **card game** with a greater
control...

...Title Terms: **DRAW** ;

International Patent Class (Main): **A63F-001/00**

**(19) World Intellectual Property Organization
International Bureau**



(43) International Publication Date
21 March 2002 (21.03.2002)

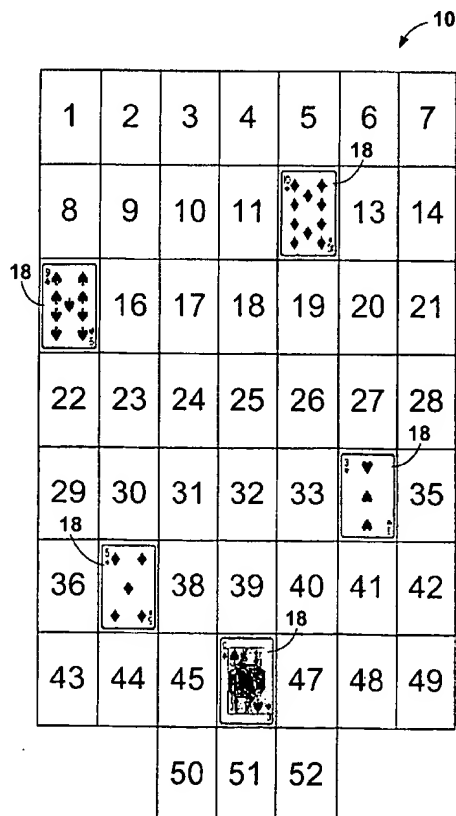
PCT

(10) International Publication Number
WO 02/22219 A1

- | | |
|---|--|
| <p>(51) International Patent Classification⁷: A63F 1/00</p> | <p>(72) Inventor: FEOLA, John; 42 Irving Street, Medford, MA 02155 (US).</p> |
| <p>(21) International Application Number: PCT/US01/28489</p> | |
| <p>(22) International Filing Date:
12 September 2001 (12.09.2001)</p> | <p>(74) Agents: MARTIN, Steven, K. et al.; Morse, Altman & Martin, P.O. Box 6926, Boston, MA 02106 (US).</p> |
| <p>(25) Filing Language: English</p> | <p>(81) Designated States (<i>national</i>): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, TZ, UA, UG, UZ, VN, YU, ZA, ZW.</p> |
| <p>(26) Publication Language: English</p> | |
| <p>(30) Priority Data:
09/659,646 12 September 2000 (12.09.2000) US</p> | <p>(84) Designated States (<i>regional</i>): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE, TR), OAPI patent (BF, BJ, CF, CI, CM, CG, CH, CO, CR, CU, EE, EG, GH, GM, GN, GU, HW, IL, IN, IS, JP, KE, KG, KM, KN, KP, KR, KZ, KY, LA, LB, LG, LI, LR, LS, LT, LU, LV, LY, MA, MD, ME, MG, MK, MN, MU, MV, MW, MY, MZ, NA, NG, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, SM, SN, ST, SV, SZ, TD, TG, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, UZ, VN, YU, ZA, ZW, ZM, ZW).</p> |
| <p>(71) Applicant: NEW VISION GAMING AND DEVELOPMENT, INC. [US/US]; 42 Irving Street, Medford, MA 02155 (US).</p> | |

[Continued on next page]

(54) Title: METHOD AND APPARATUS FOR PLAYING CARD GAMES



(57) Abstract: A method and apparatus to choose playing cards during a game including a video display (10), a grid of cards on the video display, a way to choose cards from the grid to make a hand, a way to indicate on the grid which cards have been chosen (18), an algorithm for randomly selecting card values for the chosen cards, and a way to reveal the card values on the video display. Chosen cards are indicated as such on the grid, and the values of the chosen cards (18) are displayed on the grid or on an adjacent grid. A means for later discarding chosen cards is implemented and discarded cards are indicated on the grid as not being available to be chosen. Ways for the player to choose cards from the grid and to initiate other game controls include a touch sensitive screen, a pointing device, and voice activation.

Set	Items	Description
S1	1114	AU=(WALKER J? OR WALKER, J? OR WALKER J OR WALKER, J OR WALKER J. OR WALKER, J. OR WALKER JS OR WALKER, JS OR WALKER J.-S. OR WALKER, J.S. OR WALKER JAY OR WALKER, JAY)
S2	251	AU=(JORASCH J? OR JORASCH, J? OR JORASCH J OR JORASCH, J OR JORASCH J. OR JORASCH, J. OR JORASCH JA OR JORASCH, JA OR JORASCH J.A. OR JORASCH, J.A. OR JORASCH JAMES OR JORASCH, JAMES)
S3	94	AU=(TEDESCO D? OR TEDESCO, D? OR TEDESCO D OR TEDESCO, D OR TEDESCO D. OR TEDESCO, D. OR TEDESCO DE OR TEDESCO, DE OR TEDESCO D.E. OR TEDESCO, D.E. OR TEDESCO DANIEL OR TEDESCO, DANIEL)
S4	71	AU=(GELMAN G? OR GELMAN, G? OR GELMAN G OR GELMAN, G OR GELMAN G. OR GELMAN, G. OR GELMAN GM OR GELMAN, GM OR GELMAN G.-M. OR GELMAN, G.M. OR GELMAN GEOFFREY OR GELMAN, GEOFFREY)
S5	676	AU=(KIM P? OR KIM, P? OR KIM P OR KIM, P OR KIM P. OR KIM, P. OR KIM PETER OR KIM, PETER)
S6	584	BLACKJACK? OR BLACK()JACK?
S7	62	S1:S5 AND S6

? show files

File 347:JAPIO Oct 1976-2003/Sep(Updated 040105)

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File 350:Derwent WPIX 1963-2004/UD,UM &UP=200404

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7/5,K/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015853016 **Image available**
WPI Acc No: 2004-010843/200401
Related WPI Acc No: 2003-287793; 2003-328275; 2003-697134
XRPX Acc No: N04-007899

Game playing method in e.g. video poker machine, involves entering player into agreement to bet on future round of play in accordance with revised table after dealing starting hand

Patent Assignee: DOWNS M D (DOWN-I); GELMAN G M (GELM-I); JORASCH J A (JORA-I); KIM P (KIMP-I); VOGEL P J (VOGE-I); WALKER J S (WALK-I)
Inventor: DOWNS M D; GELMAN G M; JORASCH J A; KIM P; VOGEL P J; WALKER J S

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030218303	A1	20031127	US 2000201863	P	20000504	200401 B
			US 2000609720	A	20000630	
			US 2003341450	A	20030110	

Priority Applications (No Type Date): US 2000201863 P 20000504; US 2000609720 A 20000630; US 2003341450 A 20030110

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030218303	A1		52	A63F-001/00	Provisional application US 2000201863

CIP of application US 2000609720

CIP of patent US 6523829

Abstract (Basic): US 20030218303 A1

NOVELTY - The method involves dealing a card to a player on reception of an initial bet from the player for a current round of play of a poker game, so as to form a starting hand. A player enters into an agreement to bet on a future round of play in accordance with a revised rule after dealing the starting hand but before determining on out come of the current round of the play.

USE - For playing games such as casino games, slot machine games, card games, sports games, video games in video poker machine, personal computer, pachinko machine, video **black jack** machine, video keno machine, video lottery machine, video bingo machines, reeled slot machine.

ADVANTAGE - Since the player enters into an agreement, the player gets enhanced payout during play of round.

DESCRIPTION OF DRAWING(S) - The figure shows a schematic view of the **black jack** table.

black jack table (10)
dealer (12)
player (14)
card interface (18)
initial bet (20)
player starting hand. (24)
pp; 52 DwgNo 1A/17

Title Terms: GAME; PLAY; METHOD; VIDEO; POKER; MACHINE; ENTER; PLAY; AGREE; BET; FUTURE; ROUND; PLAY; ACCORD; REVISED; TABLE; AFTER; DEAL; START; HAND

Derwent Class: P36; T05; W04

International Patent Class (Main): A63F-001/00

File Segment: EPI; EngPI

...Inventor: GELMAN G M ...

... JORASCH J A ...

... KIM P ...

... WALKER J S

Abstract (Basic):

... card games, sports games, video games in video poker machine,
personal computer, pachinko machine, video **black jack** machine,
video keno machine, video lottery machine, video bingo machines, reeled
slot machine...

...The figure shows a schematic view of the **black jack** table...

... **black jack** table (10

7/5,K/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015852532

WPI Acc No: 2004-010359/200401
Related WPI Acc No: 2003-854063
XRPX Acc No: N04-007484

Bonus outputting method in game machine, involves increasing balance in player's account which is not directly controllable by player
Patent Assignee: FINCHAM M M (FINC-I); GELMAN G M (GELM-I); JORASCH J A (JORA-I); TULLEY S C (TULL-I); WALKER J W (WALK-I); WALKER DIGITAL LLC (WALK-N)

Inventor: FINCHAM M M; GELMAN G M ; JORASCH J A ; TULLEY S C; WALKER J W ; WALKER J S

Number of Countries: 100 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030199312	A1	20031023	US 2002373747	P	20020418	200401 B
			US 2003395621	A	20030321	
WO 200389092	A1	20031030	WO 2003US9177	A	20030324	200401

Priority Applications (No Type Date): US 2002373747 P 20020418; US 2003395621 A 20030321

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030199312	A1		51	A63F-009/24	Provisional application US 2002373747

WO 200389092 A1 E A63F-013/00

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW

Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NL OA PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW

Abstract (Basic): US 20030199312 A1

NOVELTY - An account is created for a player such that the player has the direct control over the image of money in the account. The balance in the account is increased on determining a predetermined number of consecutive non-winning outcomes.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- (1) game machine;
- (2) player account creation method; and
- (3) computer readable recorded medium storing instruction for performing bonus output process.

USE - For outputting bonus and payments to player of game machine (claimed) such as reeled slot machine, video poker machine, video keno machines, video **blackjack** and video bingo machine in casinos.

ADVANTAGE - Players are encouraged to continue to play by providing bonus on determining predetermined number of non-winning outcomes, thus increasing the profits of the casino.

pp; 51 DwgNo 0/15

Title Terms: BONUS; OUTPUT; METHOD; GAME; MACHINE; INCREASE; BALANCE; PLAY; ACCOUNT; CONTROL; PLAY

Derwent Class: P36; T01; T05; W04

International Patent Class (Main): A63F-009/24; A63F-013/00

File Segment: EPI; EngPI

...Inventor: GELMAN G M ...

... JORASCH J A ...

... WALKER J W ...

... WALKER J S

Abstract (Basic):

... game machine (claimed) such as reeled slot machine, video poker machine, video keno machines, video **blackjack** and video bingo machine in casinos...

7/5,K/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015813990 **Image available**
WPI Acc No: 2003-876194/200381
XRPX Acc No: N03-699711

Game playing method using slot machine, involves determining payout amount based on determination of final hand, during reverse payout mode

Patent Assignee: JORASCH J A (JORA-I); WALKER J S (WALK-I)

Inventor: JORASCH J A ; WALKER J S

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030211878	A1	20031113	US 2002374384	P	20020419	200381 B
			US 2003420037	A	20030421	

Priority Applications (No Type Date): US 2002374384 P 20020419; US 2003420037 A 20030421

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030211878	A1		49	A63F-009/24	Provisional application US 2002374384

Abstract (Basic): US 20030211878 A1

NOVELTY - An initial hand of a poker game is determined and its representation is displayed to a player. A request for changing the game to a reverse payout mode, is transmitted to the player. Based on the response, the highest expected value for the initial hand is determined and its respective final hand is determined with which payout amount is calculated.

USE - For playing gaming machines such as slot machines or video poker machines, video **blackjack** machines, video roulette machines, video keno machines, multi-line machines, video lottery terminals, personal computer, video bingo machines.

ADVANTAGE - Retains players for a longer period of time in the game machine, as the payout amount is determined by the players, and improves the charm of the play.

DESCRIPTION OF DRAWING(S) - The figure shows the plan view of normal payout table of slot machine.

slot machine (100)
physical reels (132,134,136)
display (138)
payout selector (144)
pp; 49 DwgNo 4B/19

Title Terms: GAME; PLAY; METHOD; SLOT; MACHINE; DETERMINE; PAYOUT; AMOUNT; BASED; DETERMINE; FINAL; HAND; REVERSE; PAYOUT; MODE

Derwent Class: P36; T05; W04

International Patent Class (Main): A63F-009/24

File Segment: EPI; EngPI

Inventor: JORASCH J A ...

... WALKER J S

Abstract (Basic):

... For playing gaming machines such as slot machines or video poker machines, video **blackjack** machines, video roulette machines, video keno machines, multi-line machines, video lottery terminals, personal computer...

7/5,K/6 (Item 6 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015791860 **Image available**
WPI Acc No: 2003-854063/200379
Related WPI Acc No: 2004-010359
XRPX Acc No: N03-682064

Outcome displaying method of reeled slot machine, involves determining apparent/actual outcomes of game along with corresponding payouts, and displaying actual outcome before displaying apparent outcome, as final outcome

Patent Assignee: FINCHAM M M (FINC-I); FRIESEN S T (FRIE-I); JORASCH J A (JORA-I); SAMMON R P (SAMM-I); WALKER J S (WALK-I); WALKER DIGITAL LLC (WALK-N)

Inventor: FINCHAM M M; FRIESEN S T; JORASCH J A ; SAMMON R P; WALKER J S

Number of Countries: 100 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200389091	A1	20031030	WO 2003US8729	A	20030320	200379 B
US 20030220133	A1	20031127	US 2002373747	P	20020418	200402
			US 2002373751	P	20020418	
			US 2002328116	A	20021220	

Priority Applications (No Type Date): US 2002328116 A 20021220; US 2002373751 P 20020418; US 2002373747 P 20020418

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
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WO 200389091	A1	E	94	A63F-013/00	
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Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW

Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NL OA PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW

US 20030220133	A1		A63F-013/00	Provisional application US 2002373747
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Provisional application US 2002373751

Abstract (Basic): WO 200389091 A1

NOVELTY - A payout of predetermined value associated with an apparent outcome determined based on a random number in a game, is determined. Based on the apparent outcome, an actual outcome corresponding to another payout which is of lesser value is determined. Apparent outcome is displayed along with the provision of corresponding payout to a player after displaying the actual outcome as final outcome.

USE - For displaying outcomes for gaming device such as reeled slot machine, video poker machines, video keno machine, video **blackjack**, video bingo machine, video roulette machine, lottery terminal, Nintendo gameboy.

ADVANTAGE - Increases the enjoyment of game by making an output of outcomes a more exciting experience, increases the revenue for the owners and operators of the gaming devices, and attracts more players to such gaming devices.

DESCRIPTION OF DRAWING(S) - The figure shows a schematic view of the gaming device.

slot machine (500)

display area (505)

pay line (515)
payment system (540)
credit card reader (550)
pp; 94 DwgNo 5/12

Title Terms: DISPLAY; METHOD; REEL; SLOT; MACHINE; DETERMINE; APPARENT;
ACTUAL; GAME; CORRESPOND; DISPLAY; ACTUAL; DISPLAY; APPARENT; FINAL

Derwent Class: P36; W04

International Patent Class (Main): A63F-013/00

File Segment: EPI; EngPI

...Inventor: JORASCH J A ...

... WALKER J S

Abstract (Basic):

... for gaming device such as reeled slot machine, video poker
machines, video keno machine, video **blackjack** , video bingo machine,
video roulette machine, lottery terminal, Nintendo gameboy...

7/5,K/8 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015791858 **Image available**
WPI Acc No: 2003-854061/200379
XRPX Acc No: N03-682062

Payout modification method in e.g. slot machine, involves determining whether choice is offered to player to switch gaming device from using regular payout table to jackpot only payout table

Patent Assignee: FRIESEN S T (FRIE-I); JORASCH J A (JORA-I); WALKER J S (WALK-I); WALKER DIGITAL LLC (WALK-N)

Inventor: FRIESEN S T; JORASCH J A; WALKER J S; SANTISI S M

Number of Countries: 100 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200389087	A1	20031030	WO 2003US12274	A	20030418	200379 B
US 20030228902	A1	20031211	US 2002374437	P	20020419	200382
			US 2003419304	A	20030418	

Priority Applications (No Type Date): US 2002374437 P 20020419; US 2003419304 A 20030418

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200389087	A1	E	57	A63F-013/00	

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW

Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NL OA PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW

US 20030228902 A1 A63F-009/24 Provisional application US 2002374437

Abstract (Basic): WO 200389087 A1

NOVELTY - The method involves determining whether a choice is offered to a player to switch gaming device from regular payout table to jackpot only payout table having winning and losing outcomes. An election is received from a player to switch the device between the regular and jackpot only payout tables.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for gaming device.

USE - Payout modifying in gaming device e.g. slot machine, video poker machine, video bingo machines, video **black jack**, pachinko machine, arcade game, video game machine, pinball machines, skill crane machine, video lottery terminals, on line gaming systems, sports betting machine, game consoles, personal computer logged into online gaming sites, casino game machine, using laptop computer, hand held computer, cellular telephones, kiosks, automated teller machines, vending machine, personal digital assistant, point-of-sale terminals, point of display terminals.

ADVANTAGE - Enables indicating the switching of payout table to the gaming device, at smaller wager amounts, thereby generating several outcomes at low cost.

DESCRIPTION OF DRAWING(S) - The figure shows a flowchart explaining the payout modification process.

pp; 57 DwgNo 8/8

Title Terms: PAYOUT; MODIFIED; METHOD; SLOT; MACHINE; DETERMINE; CHOICE; OFFER; PLAY; SWITCH; GAME; DEVICE; REGULAR; PAYOUT; TABLE; PAYOUT; TABLE
Derwent Class: P36; W04

International Patent Class (Main): A63F-009/24; A63F-013/00
File Segment: EPI; EngPI

...Inventor: JORASCH J A ...

... WALKER J S

Abstract (Basic):

... modifying in gaming device e.g. slot machine, video poker
machine, video bingo machines, video **black jack** , pachinko machine,
arcade game, video game machine, pinball machines, skill crane machine,
video lottery terminals...

7/5,K/14 (Item 14 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015634952 **Image available**
WPI Acc No: 2003-697134/200366
Related WPI Acc No: 2003-287793; 2003-328275; 2004-010843
XRPX Acc No: N03-556799

Blackjack playing method involves determining whether player wishes to
make bust insurance bet, before player reviews additional card
Patent Assignee: GELMAN G M (GELM-I); JORASCH J A (JORA-I); KIM P (KIMP-I);
VOGEL P J (VOGE-I); WALKER J S (WALK-I)

Inventor: GELMAN G M ; JORASCH J A ; KIM P ; VOGEL P J ; WALKER J S

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030155715	A1	20030821	US 2000201863	P	20000504	200366 B
			US 2000610120	A	20000630	
			US 2003361904	A	20030206	

Priority Applications (No Type Date): US 2000201863 P 20000504; US
2000610120 A 20000630; US 2003361904 A 20030206

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030155715	A1		38	A63F-001/00	Provisional application US 2000201863

Div ex application US 2000610120
Div ex patent US 6540230

Abstract (Basic): US 20030155715 A1

NOVELTY - An additional card is dealt to a player for forming
current hand, in response to received request. A process unit
determines whether the player wishes to make bust insurance bet, before
the player reviews additional card. Benefit is provided to player if
the total value of the current hand exceeds preset value.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the
following:

- (1) blackjack playing apparatus; and
 - (2) machine-readable medium storing blackjack playing program.
- USE - For blackjack game.

ADVANTAGE - Provides additional option to the player dealt with
unfavorable starting hand, for continuing the play.

DESCRIPTION OF DRAWING(S) - The figure shows the blackjack
playing method.

table (10)
dealer (12)
player (14)
player tracking card (16)
card interface (18)
initial bet (20)
betting area (22)
starting hand (24)
pp; 38 DwgNo 1A/12

Title Terms: BLACKJACK ; PLAY; METHOD; DETERMINE; PLAY; BUST; INSURANCE;
BET; PLAY; ADD; CARD

Derwent Class: P36; W04

International Patent Class (Main): A63F-001/00

File Segment: EPI; EngPI

Blackjack playing method involves determining whether player wishes to

make bust insurance bet, before player reviews...
Inventor: GELMAN G M ...

... JORASCH J A ...

... KIM P ...

... WALKER J S

Abstract (Basic):

... 1) **blackjack** playing apparatus; and...

...2) machine-readable medium storing **blackjack** playing program...

...For **blackjack** game...

...The figure shows the **blackjack** playing method...

Title Terms: **BLACKJACK** ;

7/5,K/24 (Item 24 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015267346 **Image available**
WPI Acc No: 2003-328275/200331
Related WPI Acc No: 2003-287793; 2003-697134; 2004-010843
XRPX Acc No: N03-262550

Card game playing method for playing e.g. blackjack in e.g. physical casino, involves giving bust insurance benefit to player when total value of current hand exceeds predetermined value

Patent Assignee: WALKER DIGITAL LLC (WALK-N)

Inventor: GELMAN G M ; JORASCH J A ; KIM P ; VOGEL P J; WALKER J S

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6540230	B1	20030401	US 2000201863	P	20000504	200331 B
			US 2000610120	A	20000630	

Priority Applications (No Type Date): US 2000201863 P 20000504; US 2000610120 A 20000630

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6540230	B1	37	A63F-001/00		Provisional application US 2000201863

Abstract (Basic): US 6540230 B1

NOVELTY - The method involves dealing at least one card to a player to form a starting hand, and dealing cards to the player according to the player's request to form a current hand. The total value of the current hand is calculated. When the total value exceeds a predetermined value, a bust insurance benefit is given to the player.

USE - For playing e.g. **blackjack** in e.g. physical casino, online casino, gaming operators.

ADVANTAGE - Offers additional option to player dealt with unfavorable starting hand, thus preventing player from getting discouraged in playing further.

DESCRIPTION OF DRAWING(S) - The figure shows the flowchart of the card game playing process.

pp; 37 DwgNo 2A/12

Title Terms: CARD; GAME; PLAY; METHOD; PLAY; **BLACKJACK** ; PHYSICAL; CASINO; BUST; INSURANCE; BENEFICIAL; PLAY; TOTAL; VALUE; CURRENT; HAND; PREDETERMINED; VALUE

Derwent Class: P36

International Patent Class (Main): A63F-001/00

File Segment: EngPI

Card game playing method for playing e.g. blackjack in e.g. physical casino, involves giving bust insurance benefit to player when total value

...
Inventor: GELMAN G M ...

... JORASCH J A ...

... KIM P ...

... WALKER J S

Abstract (Basic):

... For playing e.g. **blackjack** in e.g. physical casino, online casino, gaming operators...

...Title Terms: **BLACKJACK** ;

7/5,K/30 (Item 30 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015107392 **Image available**
WPI Acc No: 2003-167911/200316
XRPX Acc No: N03-132655

**Game playing method, for games of chance such as video poker, video
blackjack , mechanical slot, and video slot, that guarantees a winning
outcome**

Patent Assignee: DOWNS M D (DOWN-I); FRIESEN S T (FRIE-I); GELMAN G M
(GELM-I); GILMAN N C (GILM-I); JORASCH J A (JORA-I); TEDESCO D E (TEDE-I)
; TULLEY S C (TULL-I); WALKER J S (WALK-I); WALKER DIGITAL LLC (WALK-N)
Inventor: DOWNS M D; FRIESEN S T; **GELMAN G M** ; GILMAN N C; **JORASCH J A** ;
TEDESCO D E ; TULLEY S C; **WALKER J S**

Number of Countries: 100 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200309913	A1	20030206	WO 2002US23688	A	20020724	200316 B
US 20030060276	A1	20030327	US 2001307441	P	20010724	200325
			US 2002205305	A	20020724	

Priority Applications (No Type Date): US 2002205305 A 20020724; US
2001307441 P 20010724

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

WO 200309913 A1 E 84 A63F-009/24

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA
CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN
IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ
OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU
ZA ZM ZW

Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB
GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SK SL SZ TR TZ UG ZM ZW

US 20030060276 A1 A63F-013/00 Provisional application US 2001307441

Abstract (Basic): WO 2003009913 A1

NOVELTY - The game of chance continues until a particular outcome
is achieved. The outcome is a winning experience resulting in a
positive pay out to the player. This positive pay out is determined by
a pay out table and the number of iterations required to achieve the
particular outcome.

USE - For games of chance such as video poker, video **blackjack** ,
mechanical slot, and video slot.

ADVANTAGE - Appeals to many different types of players.

DESCRIPTION OF DRAWING(S) - The figure shows the flow chart of the
method of playing a game that guarantees a win.

Flow chart (700)

pp; 84 DwgNo 7/13

Title Terms: GAME; PLAY; METHOD; GAME; CHANCE; VIDEO; POKER; VIDEO;

BLACKJACK ; MECHANICAL; SLOT; VIDEO; SLOT; GUARANTEE; WINNING

Derwent Class: P36; T05; W04

International Patent Class (Main): A63F-009/24; A63F-013/00

File Segment: EPI; EngPI

**Game playing method, for games of chance such as video poker, video
blackjack , mechanical slot, and video slot, that guarantees a winning
outcome**

...Inventor: **GELMAN G M** ...

... JORASCH J A ...

... TEDESCO D E ...

... WALKER J S

Abstract (Basic):

... For games of chance such as video poker, video **blackjack** ,
mechanical slot, and video slot...

...Title Terms: **BLACKJACK** ;

7/5,K/41 (Item 41 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014677314 **Image available**
WPI Acc No: 2002-498371/200253
Related WPI Acc No: 2003-090272
XRPX Acc No: N02-394432

**Rewarding system for players of table games such as blackjack , has
controller coupled to reward counter to receive information from reward
counter, and to store in memory**

Patent Assignee: WALKER DIGITAL LLC (WALK-N)
Inventor: JORASCH J A ; WALKER J S
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6379247	B1	20020430	US 97888962	A	19970707	200253 B

Priority Applications (No Type Date): US 97888962 A 19970707

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6379247	B1	20	A63F-013/00		

Abstract (Basic): US 6379247 B1

NOVELTY - An input device of a reward counter receives input from a dealer, and includes a reward counter button corresponding to the wager of respective player. A controller (110) is coupled to the reward counter, to receive information from the reward counter, and to store in a memory.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is included for table game player rewarding method.

USE - For providing rewards such as free drinks, meals, frequent flyer miles, hotel accommodation for players playing games such as **blackjack** , craps, roulette, poker.

ADVANTAGE - Casinos easily correlate a disproportionately high number of miles to the highest range of wagers, thereby encouraging the players to wager greater amount of money.

DESCRIPTION OF DRAWING(S) - The figures show the schematic and perspective views of respective table game and mileage counter.

Controller (110)

pp; 20 DwgNo 2, 3/12

Title Terms: SYSTEM; PLAY; TABLE; GAME; **BLACKJACK** ; CONTROL; COUPLE;
REWARD; COUNTER; RECEIVE; INFORMATION; REWARD; COUNTER; STORAGE; MEMORY

Derwent Class: P36; T01; T05; W04

International Patent Class (Main): A63F-013/00

File Segment: EPI; EngPI

**Rewarding system for players of table games such as blackjack , has
controller coupled to reward counter to receive information from reward
counter, and to store...**

Inventor: JORASCH J A ...

... WALKER J S

Abstract (Basic):

... as free drinks, meals, frequent flyer miles, hotel accommodation
for players playing games such as **blackjack** , craps, roulette, poker

...Title Terms: **BLACKJACK** ;

7/5,K/46 (Item 46 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014593754 **Image available**
WPI Acc No: 2002-414458/200244.
Related WPI Acc No: 2000-115824; 2002-360260; 2003-585885
XRPX Acc No: N02-325882

**Electronic slot machine e.g. video poker machine generates numeric data
by processing user input data and random number using combination
algorithm**

Patent Assignee: JORASCH J A (JORA-I); WALKER J S (WALK-I); WALKER DIGITAL
LLC (WALK-N)

Inventor: JORASCH J A ; WALKER J S

Number of Countries: 001 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20020034975	A1	20020321	US 97833034	A	19970403	200244 B
			US 99439307	A	19991112	
			US 2001992147	A	20011119	
US 6511376	B2	20030128	US 97833034	A	19970403	200311
			US 99439307	A	19991112	
			US 2001992147	A	20011119	

Priority Applications (No Type Date): US 97833034 A 19970403; US 99439307 A
19991112; US 2001992147 A 20011119

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 20020034975	A1	15	A63F-013/00	Cont of application US 97833034 Cont of application US 99439307 Cont of patent US 6010404
US 6511376	B2		A63F-009/24	Cont of application US 97833034 Cont of application US 99439307 Cont of patent US 6010404 Cont of patent US 6343988

Abstract (Basic): US 20020034975 A1

NOVELTY - The player input code is received through a numeric key pad/biometric reader/physical scanner. A central processing unit (CPU) initiates the random number generator, to generate a random number. The CPU retrieves a combination algorithm from an algorithm database and applies the algorithm to user input and the random number, to generate a numeric data.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- (a) Server for control of gaming devices;
- (b) Electronic slot machine playing method;
- (c) Electronic slot machine output generation method;
- (d) Article of manufacture comprising computer readable medium

USE - E.g. reel bearing slot machine, video poker machine, video **blackjack**, video keno game machine, video roulette machine, video bingo machines.

ADVANTAGE - The information pertaining to the player is retrieved easily based on player's ID number. Recognizes output of each game irrespective of number of user inputs.

DESCRIPTION OF DRAWING(S) - The figure shows the schematic view of electronic slot machine.

pp; 15 DwgNo 1/6

Title Terms: ELECTRONIC; SLOT; MACHINE; VIDEO; POKER; MACHINE; GENERATE;
NUMERIC; DATA; PROCESS; USER; INPUT; DATA; RANDOM; NUMBER; COMBINATION;
ALGORITHM

Derwent Class: P36; T01; T05; W04

International Patent Class (Main): A63F-009/24; A63F-013/00

File Segment: EPI; EngPI

Inventor: JORASCH J A ...

... WALKER J S

Abstract (Basic):

... E.g. reel bearing slot machine, video poker machine, video
blackjack , video keno game machine, video roulette machine, video
bingo machines...

ds

Set	Items	Description
S1	714	AU=(WALKER J? OR WALKER, J? OR WALKER J OR WALKER, J OR WALKER J. OR WALKER, J. OR WALKER JS OR WALKER, JS OR WALKER J.-S. OR WALKER, J.S. OR WALKER JAY OR WALKER, JAY)
S2	159	AU=(JORASCH J? OR JORASCH, J? OR JORASCH J OR JORASCH, J OR JORASCH J. OR JORASCH, J. OR JORASCH JA OR JORASCH, JA OR JORASCH J.A. OR JORASCH, J.A. OR JORASCH JAMES OR JORASCH, JAMES)
S3	115	AU=(TEDESCO D? OR TEDESCO, D? OR TEDESCO D OR TEDESCO, D OR TEDESCO D. OR TEDESCO, D. OR TEDESCO DE OR TEDESCO, DE OR TEDESCO D.E. OR TEDESCO, D.E. OR TEDESCO DANIEL OR TEDESCO, DANIEL)
S4	55	AU=(GELMAN G? OR GELMAN, G? OR GELMAN G OR GELMAN, G OR GELMAN G. OR GELMAN, G. OR GELMAN GM OR GELMAN, GM OR GELMAN G.-M. OR GELMAN, G.M. OR GELMAN GEOFFREY OR GELMAN, GEOFFREY)
S5	95	AU=(KIM P? OR KIM, P? OR KIM P OR KIM, P OR KIM P. OR KIM, P. OR KIM PETER OR KIM, PETER)
S6	599	BLACKJACK? OR BLACK()JACK?
S7	35	S1:S5 AND S6

? show files

File 348:EUROPEAN PATENTS 1978-2004/Jan W03

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File 349:PCT FULLTEXT 1979-2002/UB=20040115,UT=20040108

(c) 2004 WIPO/Univentio

7/5/12 (Item 12 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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01059369 **Image available**

METHOD AND APPARATUS FOR BONUS ROUND PLAY

PROCEDE ET APPAREIL PERMETTANT DE JOUER A UNE PARTIE BONUS

Patent Applicant/Assignee:

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except: US)

Patent Applicant/Inventor:

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SAMMON Russell P, 1361 Guerrero Street, San Francisco, CA 94110, US, US
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Legal Representative:

DOWNS Michael D (et al) (agent), Walker Digital Management, LLC,
Intellectual Property Depart., Five High Ridge Park, Stamford, CT 06905
, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200389077 A1 20031030 (WO 0389077)

Application: WO 2003US11801 20030415 (PCT/WO US0311801)

Priority Application: US 2002373748 20020418

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO
RU SD SE SG SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW
(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LU MC NL PT RO SE
SI SK TR
(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class: A63F-009/24

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 20534

English Abstract

Methods and apparatus are provided for enabling a player to take a tour of a secondary game at a game machine. In one embodiment, a method is provided that includes offering to enable entry of a player into a bonus round of a game machine in exchange for a fee, receiving the fee from the player (910), and enabling entry of the player into the bonus round (920). The method further includes receiving an indication of at least one player selection during the bonus round, and determining an outcome based on the at least one player selection. In other embodiments, the method includes providing a prize to the player based on the outcome (950).

French Abstract

Cette invention concerne des procedes et un appareil permettant a un joueur de participer a un jeu secondaire sur une machine de jeux. Dans un mode de realisation, cette invention concerne un procede consistant a offrir a un joueur la possibilite de participer a une partie bonus d'une machine de jeux en echange d'un paiement ; a recevoir le paiement du

joueur (910) ; et a permettre au joueur de participer a la partie bonus (920). Ce procede consiste egalement a recevoir une indication relative a au moins une selection du joueur pendant la partie bonus ; et a determiner un resultat sur la base de ladite selection du joueur. Dans d'autres modes de realisation, ce procede consiste a remettre un prix au joueur en fonction du resultat (950).

Legal Status (Type, Date, Text)

Publication 20031030 A1 With international search report.

7/5/15 (Item 15 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00980264 **Image available**

METHOD AND APPARATUS FOR GUARANTEEING A WIN

PROCEDE ET APPAREIL GARANTISSANT DE GAGNER AU JEU

Patent Applicant/Assignee:

WALKER DIGITAL LLC, Five High Ridge Park, Stamford, CT 06905, US, US
(Residence), US (Nationality), (For all designated states except: US)

Patent Applicant/Inventor:

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(Residence), US (Nationality), (Designated only for: US)

GELMAN Geoffrey M, 21 Belltown Road, Stamford, CT 06905, US, US
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(Residence), US (Nationality), (Designated only for: US)

TULLEY Stephen C, 33 Bouton Street, Stamford, CT 06907, US, US
(Residence), US (Nationality), (Designated only for: US)

GILMAN Norman C, 149 Frederick Street, Stamford, CT 06902, US, US
(Residence), US (Nationality), (Designated only for: US)

TEDESCO daniel E, Two Arden Lane, Huntington, CT 06484, US, US
(Residence), US (Nationality), (Designated only for: US)

DOWNES Michael D, 94 Southfield Avenue, Stamford, CT 06902, US, US
(Residence), US (Nationality), (Designated only for: US)

Legal Representative:

WALKER DIGITAL LLC (et al) (agent), c/o Downs, Michael, D., Intellectual
Property Dept, Five High Ridge Park, Stamford, CT 06905, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200309913 A1 20030206 (WO 0309913)

Application: WO 2002US23688 20020724 (PCT/WO US0223688)

Priority Application: US 2001307441 20010724; US 2002205305 20020724

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO

RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW

(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LU MC NL PT SE SK TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class: A63F-009/24

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 22479

English Abstract

Flow chart (700) represents a process that may be performed by a gaming device. The gaming device generates a primary outcome (710). The gaming device receives a designation of a target outcome (720). The gaming device determines an appropriate payout table based on the target outcome (730). The gaming device receives a wager (740). The gaming device generates a secondary outcome based on the primary outcome (750). The gaming device then determines whether the generated secondary outcome matches the target outcome (760). If the secondary outcome does not match the target outcome the gaming device increments an iteration counter (770). If the secondary outcome does match the target outcome, the player

is provided with a payout based on the determined payout table and the number of iterations required to achieve the target outcome (780).

French Abstract

L'organigramme (700) represente un processus qui peut etre execute par un dispositif de jeu. Le dispositif de jeu genere un premier resultat (710), recoit une designation d'un resultat cible (720), determine une table de prix appropriee sur la base du resultat cible (730), recoit un pari (740), genere un second resultat sur la base du premier resultat (750), puis il determine si le second resultat genere correspond au resultat cible (760). Si le second resultat ne correspond pas au resultat cible, le dispositif de jeu incremente un compteur d'iteration (770). Si le second resultat correspond bien au resultat cible, le joueur recoit un gain sur la base de la table de gains determinees, et le nombre d'iterations exige pour obtenir le resultat cible (780).

Legal Status (Type, Date, Text)

Publication 20030206 A1 With international search report.

Publication 20030206 A1 Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.

Examination 20030501 Request for preliminary examination prior to end of 19th month from priority date

Correction 20030918 Corrections of entry in Section 1: under (30) replace "Not furnished" by "10/205,305"

Republication 20030918 A1 With international search report.

Set	Items	Description
S1	11132	AU=(WALKER J? OR WALKER, J? OR WALKER J OR WALKER, J OR WALKER J. OR WALKER, J. OR WALKER JS OR WALKER, JS OR WALKER J.-S. OR WALKER, J.S. OR WALKER JAY OR WALKER, JAY)
S2	0	AU=(JORASCH J? OR JORASCH, J? OR JORASCH J OR JORASCH, J OR JORASCH J. OR JORASCH, J. OR JORASCH JA OR JORASCH, JA OR JORASCH J.A. OR JORASCH, J.A. OR JORASCH JAMES OR JORASCH, JAMES)
S3	59	AU=(TEDESCO D? OR TEDESCO, D? OR TEDESCO D OR TEDESCO, D OR TEDESCO D. OR TEDESCO, D. OR TEDESCO DE OR TEDESCO, DE OR TEDESCO D.E. OR TEDESCO, D.E. OR TEDESCO DANIEL OR TEDESCO, DANIEL)
S4	4	AU=(GELMAN G? OR GELMAN, G? OR GELMAN G OR GELMAN, G OR GELMAN G. OR GELMAN, G. OR GELMAN GM OR GELMAN, GM OR GELMAN G.-M. OR GELMAN, G.M. OR GELMAN GEOFFREY OR GELMAN, GEOFFREY)
S5	2317	AU=(KIM P? OR KIM, P? OR KIM P OR KIM, P OR KIM P. OR KIM, P. OR KIM PETER OR KIM, PETER)
S6	697	BLACKJACK? OR BLACK()JACK?
S7	0	S1:S5 AND S6

? show files

File 94:JICST-EPlus 1985-2004/Jan W2
(c)2004 Japan Science and Tech Corp(JST)

File 95:TEME-Technology & Management 1989-2004/Jan W1
(c) 2004 FIZ TECHNIK

File 99:Wilson Appl. Sci & Tech Abs 1983-2003/Nov
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File 35:Dissertation Abs Online 1861-2004/Dec
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File 474:New York Times Abs 1969-2004/Jan 19
(c) 2004 The New York Times

File 475:Wall Street Journal Abs 1973-2004/Jan 19
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File 481:DELPHE Eur Bus 95-2004/Dec W4
(c) 2004 ACFCI & Chambre CommInd Paris

File 48:SPORTDiscus 1962-2004/Jan
(c) 2004 Sport Information Resource Centre

File 50:CAB Abstracts 1972-2004/Dec
(c) 2004 CAB International

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Set	Items	Description
S1	3380	AU=(WALKER J? OR WALKER, J? OR WALKER J OR WALKER, J OR WALKER J. OR WALKER, J. OR WALKER JS OR WALKER, JS OR WALKER J.-S. OR WALKER, J.S. OR WALKER JAY OR WALKER, JAY)
S2	0	AU=(JORASCH J? OR JORASCH, J? OR JORASCH J OR JORASCH, J OR JORASCH J. OR JORASCH, J. OR JORASCH JA OR JORASCH, JA OR JORASCH J.A. OR JORASCH, J.A. OR JORASCH JAMES OR JORASCH, JAMES)
S3	5	AU=(TEDESCO D? OR TEDESCO, D? OR TEDESCO D OR TEDESCO, D OR TEDESCO D. OR TEDESCO, D. OR TEDESCO DE OR TEDESCO, DE OR TEDESCO D.E. OR TEDESCO, D.E. OR TEDESCO DANIEL OR TEDESCO, DANIEL)
S4	1	AU=(GELMAN G? OR GELMAN, G? OR GELMAN G OR GELMAN, G OR GELMAN G. OR GELMAN, G. OR GELMAN GM OR GELMAN, GM OR GELMAN G.-M. OR GELMAN, G.M. OR GELMAN GEOFFREY OR GELMAN, GEOFFREY)
S5	147	AU=(KIM P? OR KIM, P? OR KIM P OR KIM, P OR KIM P. OR KIM, P. OR KIM PETER OR KIM, PETER)
S6	28641	BLACKJACK? OR BLACK()JACK?
S7	1	S1:S5 AND S6

? show files

File 9:Business & Industry(R) Jul/1994-2004/Jan 16
(c) 2004 Resp. DB Svcs.

File 16:Gale Group PROMT(R) 1990-2004/Jan 19
(c) 2004 The Gale Group

File 47:Gale Group Magazine DB(TM) 1959-2004/Jan 09
(c) 2004 The Gale group

File 80:TGG Aerospace/Def.Mkts(R) 1986-2004/Jan 19
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File 141:Readers Guide 1983-2003/Nov
(c) 2003 The HW Wilson Co

File 148:Gale Group Trade & Industry DB 1976-2004/Jan 19
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File 160:Gale Group PROMT(R) 1972-1989
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File 484:Periodical Abs Plustext 1986-2004/Jan W2
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File 635:Business Dateline(R) 1985-2004/Jan 17
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(c) 2004 Consumer Union

File 609:Bridge World Markets 2000-2001/Oct 01
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File 649:Gale Group Newswire ASAP(TM) 2004/Jan 08
(c) 2004 The Gale Group

File 610:Business Wire 1999-2004/Jan 20
(c) 2004 Business Wire.

File 613:PR Newswire 1999-2004/Jan 20
(c) 2004 PR Newswire Association Inc

File 810:Business Wire 1986-1999/Feb 28
(c) 1999 Business Wire

File 813:PR Newswire 1987-1999/Apr 30
(c) 1999 PR Newswire Association Inc

File 20:Dialog Global Reporter 1997-2004/Jan 20
(c) 2004 The Dialog Corp.

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S2	955428	EVEN OR DEAEVEN OR (COINCIDEN? OR MATCH? OR SAME OR EQUAL OR EQUIVALENT) (3N) (SCORE? ? OR SCORING OR TOTAL??? OR NUMBER? ?)
S3	24867	STANDOFF OR STAND()OFF OR IMPASSE OR DEADLOCK OR DEAD()LOCK OR STALEMATE OR STALE()MATE OR DEADHEAT OR DEAD()HEAT
S4	20758	BLACKJACK? OR BLACK()JACK? OR TWENTY()ONE OR VINGT()ET()UN OR VAN()JOHN OR PONTOON
S5	1231	VANJOHN OR VINGTETUN OR TWENTYONE OR SNAPPER
S6	79276	CASINO? OR GAMING OR GAMBLING OR GAMBLE? ?
S7	70376	(RANDOM??? OR PSEUDORANDOM?) (3N) (DISTRIBUTION? OR NUMBER? - OR GENERAT? OR ALGORITHM? OR OUTCOME? OR SEQUENCE? OR PROBABI- LIT?)
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S10	5	S9 AND S7:S8
S11	5	RD (unique items)

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A Monte Carlo study of twenty - one nonparametric statistics with normal and nonnormal data

Author: Fahoome, Gail Frances

Degree: Ph.D.

Year: 1999

Corporate Source/Institution: Wayne State University (0254)

Source: VOLUME 61/01-B OF DISSERTATION ABSTRACTS INTERNATIONAL.

PAGE 349. 518 PAGES

A Monte Carlo study of twenty - one nonparametric statistics with normal and nonnormal data

...of 21 nonparametric statistics using tabulated critical values and large-sample approximation formulae. Samples were **randomly generated** from the normal distribution and four nonnormal data sets (Micerri, 1989):
(a) smooth symmetric...

...acceptable results with extreme asymmetric and extreme bimodal data due to the extreme number of **ties** with those particular distributions. Several of the tests performed well when many **ties** were present despite an underlying assumption of a continuous population distribution.

Several of the tests...

Set	Items	Description
S1	4879535	PUSH?? OR TIE OR TIES OR TIED OR DRAW OR NO()WINNER
S2	10494608	EVEN OR DEADEVEN OR (COINCIDEN? OR MATCH? OR SAME OR EQUAL OR EQUIVALENT) (3N) (SCORE? ? OR SCORING OR TOTAL??? OR NUMBER? ?)
S3	269350	STANDOFF OR STAND()OFF OR IMPASSE OR DEADLOCK OR DEAD()LOCK OR STALEMATE OR STALE()MATE OR DEADHEAT OR DEAD()HEAT
S4	77613	BLACKJACK? OR BLACK()JACK? OR TWENTY()ONE OR VINGT()ET()UN OR VAN()JOHN OR PONTOON
S5	17077	VANJOHN OR VINGTETUN OR TWENTYONE OR SNAPPER
S6	1315702	CASINO? OR GAMING OR GAMBLING OR GAMBLE? ?
S7	29862	(RANDOM??? OR PSEUDORANDOM?) (3N) (DISTRIBUTION? OR NUMBER? - OR GENERAT? OR ALGORITHM? OR OUTCOME? OR SEQUENCE? OR PROBABI- LIT?)
S8	24768	(TOSS??? OR FLIP???? OR ROLL???) (3N) (COIN? ? OR DICE) OR C- OINTOSS? OR COINFLIP?
S9	36838	S1:S3 AND S4:S5
S10	561	S9 AND S7:S8
S11	14721027	HAND? ? OR ROUND? ? OR DEAL? ? OR TURN? ?
S12	77	(S11 OR S4:S5) (5N) S1:S3 AND S10
S13	347	S10 AND S6
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